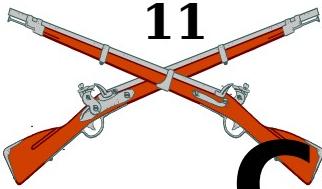
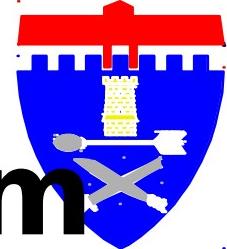


Modern Army Combatives Program

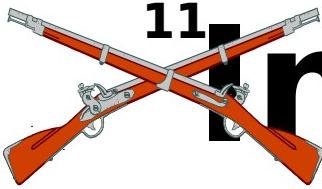




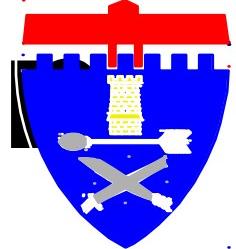
Modern Army Combatives Program



“The defining characteristic of a Warrior is the willingness to close with the enemy”



Implementation

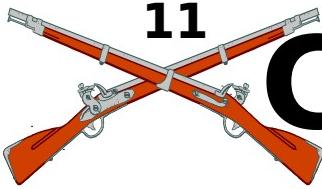


We need to increase Combatives training. This training should migrate throughout the force, not just IET. We need to develop common, universal, practical Combatives

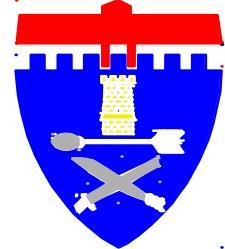


General Schoomaker

- Create Standards
- Train the Trainers
- Motivate Soldiers
- Integrate into Training



Create Standards



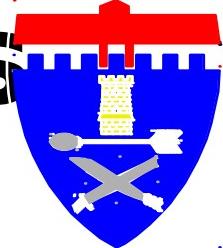
“I am disciplined, physically and mentally tough, trained and proficient in my warrior tasks and drills.”

Soldier's Creed

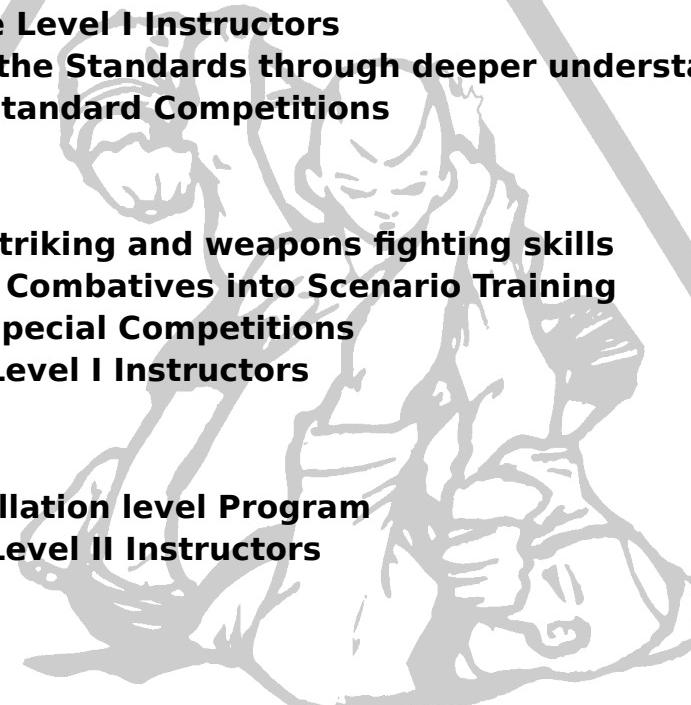


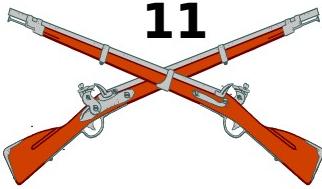
- **Basic Combatives is a warrior task**
- **Level III Instructor per battalion**
- **Level IV facility on major installations**

Train the Trainers

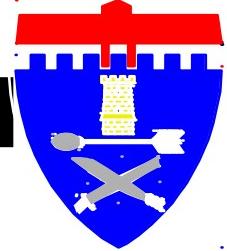


- Four levels of Instructor Certification
 - Level I
 - 40 hrs
 - Basic level Instructors
 - Teach Level I Techniques
 - Level II
 - 80hrs
 - Supervise Level I Instructors
 - Maintain the Standards through deeper understanding
 - Referee Standard Competitions
 - Level III
 - 160hrs
 - Instruct striking and weapons fighting skills
 - Integrate Combatives into Scenario Training
 - Referee Special Competitions
 - Produce Level I Instructors
 - Level IV
 - 160hrs
 - Run Installation level Program
 - Produce Level II Instructors





Training Structure



Divisional Posts X 10

- Level II instruction
- Level IV instructor

R/C Regional Training Centers

- Level II instruction
- Level IV instructor

Fort Benning

- Level III & IV
- Proponentcy (USAIC)

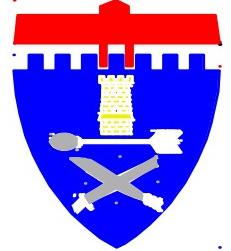
Major TRADOC Posts X 4

- Level II instruction
- Level IV instructor

Level I is conducted at local units (battalions)

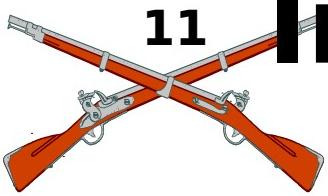


Motivate Soldiers



- Competitions
- Provide opportunities to be champions
- Soldiers must be willing and able to fight

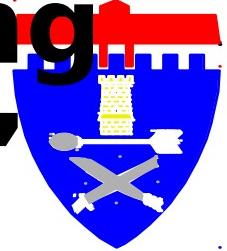
Purpose / Direction / Motivation



11

Integrate into Training

“Train as You Fight”



- “Take a Knee”?

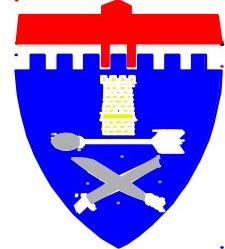


- Integrated Combatives



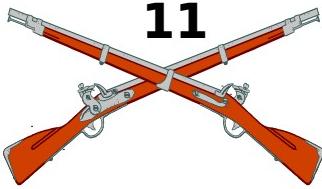


Concerns of Commanders

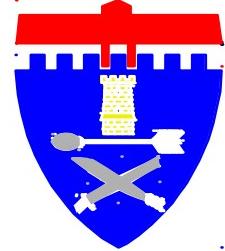


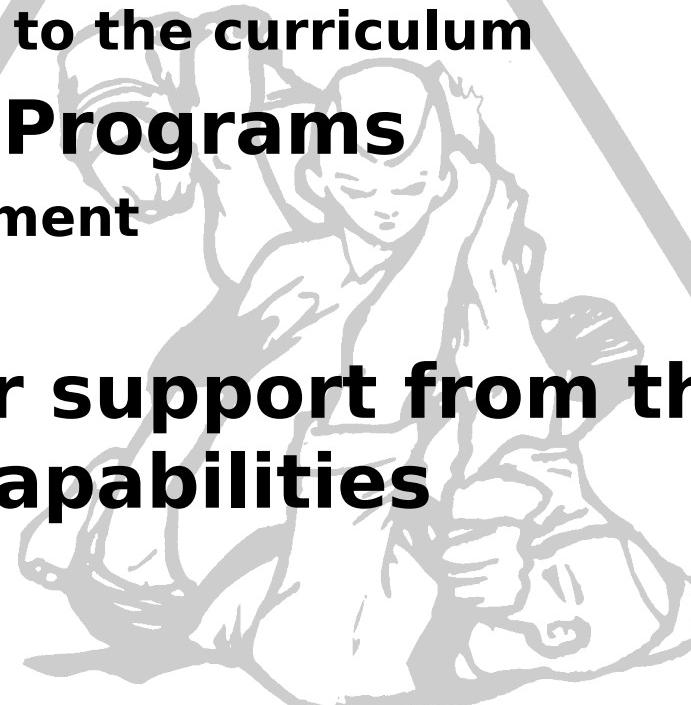
- Time
- Money
- Safety

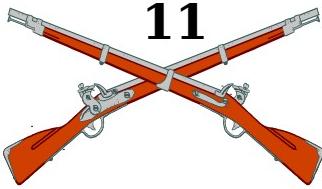




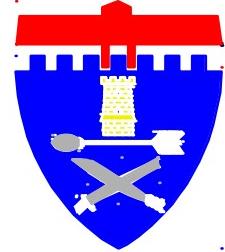
Feedback



- **Post Action Interviews**
 - Success from Afghanistan to Kosovo
 - Adjustments to the curriculum
 - **Successful Programs**
 - Small investment
 - Big Payoff
 - **Demand for support from the field has outpaced capabilities**
- 
- A large, semi-transparent silhouette of a soldier in a dynamic, forward-leaning pose, holding a rifle. The silhouette is centered behind the main text area, partially obscured by the text itself.



Bottom Line



The demands of training must mirror the demands of combat. If the two are different, it is the training standards that are wrong.

Warrior Core Tasks (IMT & Sustainment)

Shoot (16-17 Tasks)

- Qualify w/ assigned weapon
- Correct malfunctions w/ assigned weapon
- Engage targets with M240B MG
- Engage targets with M60 or M249 MG
- Engage targets with M2 Cal. 50 MG
- Engage targets with MK-19 MG
- Correct malfunctions of a MG (M2, M240B, M249, MK-19)
- Engage targets with weapon using a night vision sight (AN/PVS-4, AN/PAS-13, AN/TVS-5)
- Engage targets using an aiming light (AN/PEQ-2A, AN/PAQ-4)
- Employ mines and hand grenades

Move (7-8 Tasks)

- Determine location on ground (terrain association, map, & GPS)
- Navigate from one point to another (dismounted & mounted)
- Move over, through, or around obstacles (except minefields)
- Prepare/operate a vehicle in a convoy

Fight (15 Tasks)

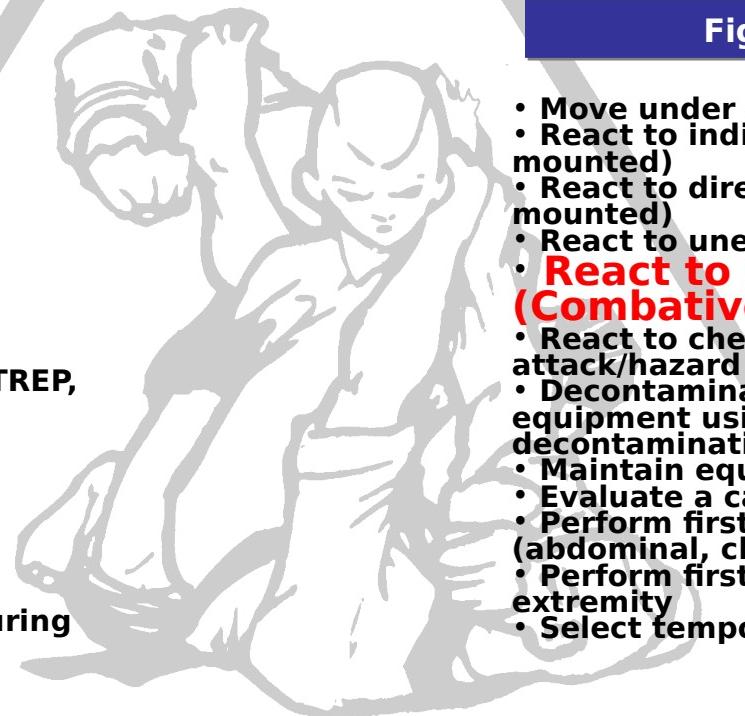
- Move under direct fire
- React to indirect fire (dismounted & mounted)
- React to direct fire (dismounted & mounted)
- React to unexploded ordnance hazard
- **React to man-to-man contact (Combatives)**
- React to chemical or biological attack/hazard
- Decontaminate yourself & individual equipment using chemical decontaminating kits
- Maintain equipment
- Evaluate a casualty
- Perform first aid for open wound (abdominal, chest, & head)
- Perform first aid for bleeding of extremity
- Select temporary fighting position

Communicate (4-5 Tasks)

- Perform voice communications (SITREP, SPOTREP, Call for Fire, & MEDEVAC)
- Use visual signaling techniques

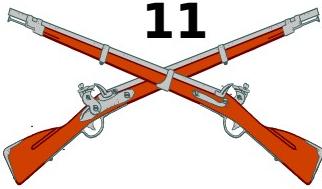
Joint Urban Operations (3 Tasks)

- Perform movement techniques during an urban operation
- Engage targets during an urban operation
- Enter a building during an urban operation

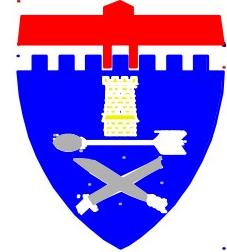


Basic Combatives Tasks and Drills

Drill Number	Start Position	Tasks
<u>1</u> Basic	The Enemy is Mounted on the Soldier's chest.	<p>1- Soldier uses <u>Escape the Mount, Arm Trap and Roll.</u> 2- <u>Pass the Guard.</u> 3- <u>Achieve the Mount from Side Control.</u> 4- Repeat task for 2nd Fighter.</p>
<u>2</u> Rear Mount	Soldier is Mounted on the Enemy's chest.	<p>1-Soldier uses <u>Arm Push and Roll to the Rear Mount.</u> 2-Establishes <u>Rear Naked Choke.</u> 3-Releases the choke 4-2nd Soldier <u>Escapes the Rear Mount .</u> 5-Repeat task for 2ndSoldier.</p>
<u>3</u> Shrimp	The Enemy is Mounted on the Soldier's chest.	<p>1-Soldier uses <u>Escape the Mount, Shrimp to the Guard.</u> 2-Attacks using the <u>Cross Collar Choke</u> or the <u>Straight Arm Bar from the Guard.</u> 3-Soldier uses <u>Sweep from the Attempted Straight Arm Bar</u>, or the <u>Scissors Sweep</u> enemy if attacks fail. 4- Repeat task for 2ndSoldier.</p>
<u>4</u> Front Takedown	The Soldier is facing his Enemy at approximately ten feet.	<p>1-Soldier <u>Achieves the Clinch.</u> 2-Soldier uses the <u>Front Takedown to the Mount</u> 3-Properly applies the <u>Bent Arm Bar</u> or <u>Straight Arm Bar.</u></p>
<u>5</u> Rear Takedown	The Soldier is facing his Enemy at approximately ten feet.	<p>1-Soldier <u>Achieves the Clinch</u> and when the enemy turns goes behind 2- Soldier uses the <u>Rear takedown to the Mount</u> 3-Properly applies the <u>Bent Arm Bar</u> or <u>Straight Arm Bar.</u></p>
<u>5</u> Guillotine	The Enemy attempts to tackle the Soldier.	<p>1-Soldier defends tackle with the <u>Front Guillotine Choke.</u> 2-Then Places the Enemy in the Guard. 3-Completes the choke by pulling with his arms and pushing with his legs.</p>
Note:	Stand up in the base is evaluated each time the Soldier stands	



Point of Contact



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